

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

1

Level

Marek

Good male Deva Cleric (Templar)

6'3" 225 lbs. Medium The Path of Light
Age Height Weight Size Deity

0

Total XP

1000

Defenses



Conditional Bonuses

Action Points

Action Points	Milestones	Action Points
<input type="text"/>	0	1
	1	2
	2	3

Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Second Wind (one per encounter)

☐ Used

Effect: You spend a healing surge and regain hit points equal to your surge value. You gain a +2 bonus to all defenses until the start of your next turn.

Death Saving Throw Failures

☐ ☐ ☐

Saving Throw Mods

0

Resistances/Vulnerabilities

Resist 5 Necrotic, Resist 5 Radiant

Current Conditions and Effects

Basic Attacks

Melee

Wrist razors

3

Strength vs. AC

1d4

Damage

Ranged

Unarmed

0

Dexterity vs. AC

1d4

Damage

Languages

Common, Deep Speech, Primordial



Abilities

		Check
STR	Strength	10 0
CON	Constitution	13 1
DEX	Dexterity	10 0
INT	Intelligence	14 2
WIS	Wisdom	18 4
CHA	Charisma	15 2

Skills

Acrobatics	Dexterity	-1
Arcana	Intelligence	2
Athletics	Strength	-1
Bluff	Charisma	2
Diplomacy	Charisma	2
Dungeoneering	Wisdom	4
Endurance	Constitution	0
Heal	Wisdom	✓ 9
History	Intelligence	4
Insight	Wisdom	✓ 10
Intimidate	Charisma	2
Nature	Wisdom	4
Perception	Wisdom	✓ 10
Religion	Intelligence	✓ 9
Stealth	Dexterity	-1
Streetwise	Charisma	2
Thievery	Dexterity	-1

Hit Points

Max HP 25
(Bloodied 12)

Temp HP

Current Hit Points

Healing Surges

Surge Value 6 Surges/Day 8

Current Conditions:

Combat Statistics and Senses

Initiative

0

Conditional Modifiers:

Speed

5

Passive Insight

20

Passive Perception

20

Special Senses: Normal



Marek
Character Name

Player Name

Character Details

Background

Detective

Theme

Knight Hospitaller

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Wrist razors

Waist

Armor

Chainmail

Tattoo

Ki Focus

Feet

Other Equipment

Ritual Book
Adventurer's Kit

Total Weight (lbs.)

78

Carrying Capacity
(lbs.)

Treasure

34 gp
0 gp banked

Normal

100

Heavy

200

Max

500



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